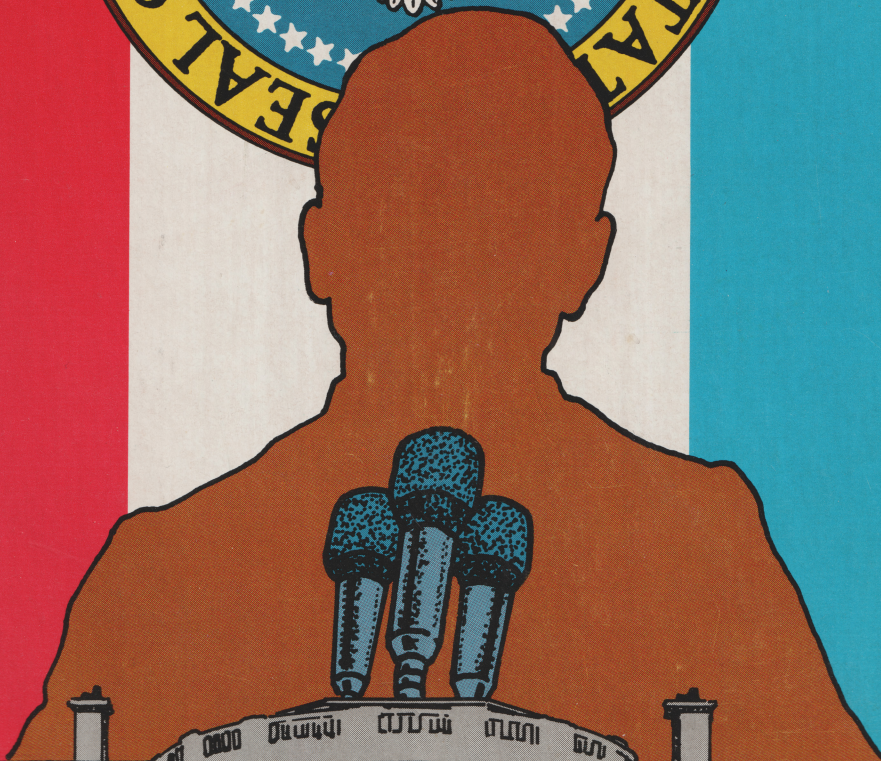
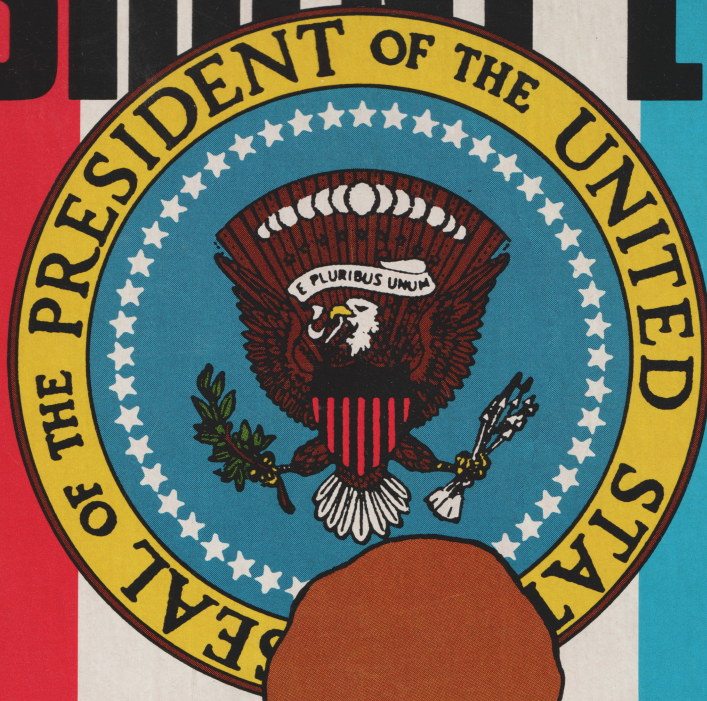


A COMPUTER STRATEGY GAME OF THE CAMPAIGN FOR THE PRESIDENCY

PRESIDENT ELECT™



STRATEGIC SIMULATIONS INC.

THE RACE FOR THE PRESIDENCY OF THE UNITED STATES IS ON!

And like a coach/runner, you set the pace and strategy for this grueling, nine-week marathon to win the highest office of the nation.

PRESIDENT ELECT™ is the perfect release for the armchair politician in all of us. Disenchanted with the way previous elections have gone? Disappointed with the campaign strategies of your favorite candidates? How would JFK and Ronald Reagan have done against each other? How would **you** do if you ran for president?

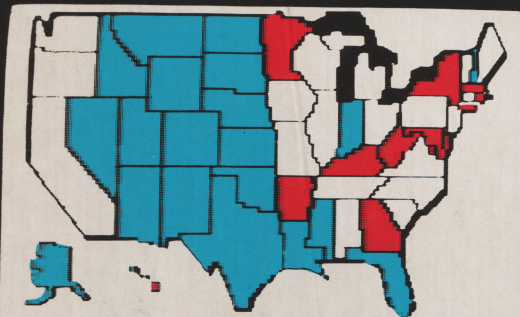
No longer do these frustrations and questions have to go unanswered. Every major electoral parameter has been duplicated to make **PRESIDENT ELECT** the most accurate and realistic model of the campaign process ever made.

Aside from being just a whole lot of fun, this game also holds tremendous potential as an educational tool.

POLITICAL CLIMATE.

You can contest any election from 1960 to 1984 using actual historical candidates or ones you make up.

At the beginning of the game, the computer reflects the prevailing political climate of the specified time based on economic factors and U.S. and foreign news. The candidates' political persuasions will have been either preprogrammed or rated by you based on their responses to over 20 issues as diverse as ERA, environment, SALT Treaty, PLO....



HIT ANY KEY TO CONTINUE...

Every turn(week), Hi-Res map of the U.S. colors states according to the party to which its electoral votes belong. Red for Democratic; blue for Republican; stripes for third party; and white for undecided.

THE CAMPAIGN.

You are given a fixed amount of money to spend on your candidate's campaign. You must allocate your funds among national, regional, and key-state advertising. Time and frequency of campaigns stops must also be carefully planned to avoid fatigue. During the campaign, national and foreign crises may arise to challenge you.

You'll be asked if you wish to debate. Like a real debate, you'll be scored on your answers and speaking ability.

NOW STARTING THE WEEK OF
SEPTEMBER 1 - 7

AS OF LAST WEEK, THE AVERAGE NATIONAL
POLL GAVE THE FOLLOWING PERCENTAGES AND
PROJECTIONS FOR EACH OF THE CANDIDATES:

CARTER	42%
REAGAN	42%
ANDERSON	14%

PROJ. ELECTORAL VOTES:

CARTER	122
REAGAN	142
ANDERSON	0
TOO CLOSE TO CALL	274

HIT ANY KEY WHEN READY TO CONTINUE...

Weekly polls project shifts in popular and electoral votes.

CARTER CAMPAIGN SPENDING...WEEK 1

\$ UNITS LEFT: 1000

OVERHEAD (MINIMUM) EXPENSES: 500
MAX. ALLOWED EXPENSES FOR WEEK: 4333

SPENT SO FAR THIS WEEK: 1000

CAMPAIGN STOPS

INCLUDES SPEECHES AND APPEARANCES BY
THE CANDIDATE ON THE CAMPAIGN TRAIL...

COST PER CAMPAIGN STOP = 35
COST PER DIFFERENT STATE = 20
COST PER DIFFERENT REGION = 45

MAX. STOPS/WEEK = 35
FATIGUE EFFECTS IF > 25

* STOPS IN CALIFORNIA? 3

Screen displays campaign spending status and campaign stops.

QUESTION DIRECTED TO: 1

WHAT IS YOUR POSITION ON THE
CURRENT MILITARY BUDGET? ARE
THERE ANY AREAS YOU BELIEVE
THAT NEED TO BE CUT OR
INCREASED?

ENTER THE % OF TIME THE CANDIDATE WILL
ALLOCATE TO EACH LINE OF ARGUMENT:

2
1 DISCUSS RELEVANT CONSIDERATIONS
STATE OWN POSITION
CONTRAST POSITION WITH OPPONENT'S
ATTACK OPPONENT'S POSITION
KILL TIME (DOODGE, ANECDOTE, ETC.)

A sample question and its possible approaches during a debate.

ELECTION NIGHT.

This is it! Election night can be resolved instantly for the impatient at heart. Or it can be simulated as a hair-raising, minute-by-minute experience.

THREE-PLAYER GAME.

PRESIDENT ELECT accounts for the Republican, Democratic, and possible third-part candidates. The computer can play any or all three positions. It can be programmed to play a game over and over again with major parameters changed each time to see how a particular election turns out. True aspirants to the office, take heed!

Ready. Set. GO! May the best-managed candidate win!



PRESIDENT ELECT™



STRATEGIC
SIMULATIONS
INC

For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover
Design:
LOUIS HSU
SAEKOW



1984 INSIDERS™



STRATEGIC
SIMULATIONS
INC

For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover
Design:
LOUIS HSU
SAEKOW

PRESIDENT ELECT™ is designed by Nelson G. Hernandez, Sr.

☐ **Playing Time: 1-2 Hours**

☐ **Introductory Level**

- ☐ Simulate in realistic detail the 9-week presidential campaigns from 1960 to 1984 using actual historical or potential candidates, or create your own.
- ☐ Over 20 questions rate each candidate on relevant issues.
- ☐ Allocate funds among national, regional, and state advertising.
- ☐ Plan campaign stops for maximum effect and to avoid exhaustion.

- ☐ Hi-Res color U.S. map shows candidates' weekly positions state-by-state.
- ☐ Includes weekly polls, current and foreign events, crises, and debates.
- ☐ Election night coverage: minute-by-minute or instantaneous results.
- ☐ 3-player game featuring Republican, Democratic, and possible third-party candidates — with computer able to play any or all of the candidates.

